

KALMAR

FIRST
ISSUE

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MEETING

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Hi There

This is the first issue of Kalmar and I'm Christina Krogh. As you have no doubt already guessed, this is another stupid Diplomacy magazine (and also another Wildenwolly Publication). I don't know why I got myself into such a mess, except that I married the caterpillar of Wild 'n Wooly.

So, lookout, we're coming through. If you wish to join us in the fun, COME AHEAD! We plan to be on mimeo next issue.

WE will publish slightly more often than once a month. Meanwhile, the games will be carried on by postcard and then re-published herein.

Throughout Kalmar, we would appreciate any artwork or suggestions that anyone can give. Plenty of press releases and jokes will (if censored) be gladly used. We heartily intend to try not to be so esoteric as Wild 'n Wooly, especially because our primary intention is to provide games for the new players. We will start only twelve new games per year.

Diplomacy is a seven sided game with one winner only. While the published portion of the game appears to be the Tactical maneuvering of Armies & Fleets, the really important and effective part of the game is carried on in the correspondence between the players themselves. Well thought out letters and very careful negotiations can bring you much closer to winning than anyone will with adroit attacking with armies & fleets. The game is more one of Practical Politics than that of Strategy.

Why by correspondence? Correspondence games allow the players plenty of time to conduct confidential negotiations with any and all of the other players in the game.

The current Fantastic growth of Correspondence Diplomacy is due chiefly to the sincere efforts of four people; Alan Calhammer, John Boardman, John Koning, and John Mc Callum.

Although he designed the game primarily as an in-person board game, Alan Calhammer invented the game and encouraged the "Correspondence Idea" by consenting to play in the 2nd published game. This led others to want to play in print, so to speak, and started the first few Diplomacy publishers to looking for the then difficult to attain goal of collecting seven players.

John Boardman, Ph.D. published GRAUSTARK, the first, and one of the most consistent Diplomacy Newspapers. He has continued to publish not only his own games but rosters of everyone else's games, interested peoples addresses, letters of comment, and many other encouraging and useful information to the other publisher--gameamasters.

John Koning introduced QUALITY publishing to Diplomacy Newspapers. The earlier editions of MASSIF and the current mastheads of STAB contain some of the wittiest material I've ever seen in print. MASSIF and STAB have always been the most legible of all the Diplomacy newspapers.

However, in spite of all the efforts of all the rest of us, the Diplomacy circulation would still be limited to a small faction within a small faction (know as sfandom), if it were not for the tireless hard work of one John McCallum. Writing what must have been thousands of letters to every outlet that held the slightest promise and scattering his magazine, BROBDINGNAG, to all who might read it, he may well have doubled, tripled, or even quadrupled the size of the Diplomacy world, and HE HASN'T QUIT YET!

Well, whether you plan in Kalmar, or in some other Diplomacy Newspaper, or not at all, good luck to you!

Sincerely,



RULES TO BE FOLLOWED BY THE ASSISTANT GAMESMASTER

1. The first player to be in possession of a majority of the units on the board will be declared the winner.
2. There will be no "automatic" builds or retreats made by the Assistant Gamesmasters, even though there may be no choice involved. Dislodged units which are not given specific retreat orders will be removed from the board.
3. "moves" or "orders" which admit to more than one interpretation will be interpreted as "stands".
4. No two units will be allowed to exchange places in one move.
5. "Koning's Rule" applies; when a unit is dislodged, any attack made by that unit on the province that it is dislodged from is nullified and it does not stand off any other unit in that province.
6. In the event of the demise of a player; his positions will be taken over by his widow, or, lacking a widow, his eldest son, or, lacking either a widow or a son, his eldest male heir.
7. Support can be given by any unit (in lieu of moving), not attacked from a direction other than where it is giving support, which could otherwise attempt to move to where it is giving Support, to any unit attempting to hold there or to move to there. Support cannot be convoyed, of course.
8. A unit that attempts to move may be Supported to where it is attempting to move to. If it is stood off, it holds its ground but it cannot receive Support in its starting point.
9. "Cut" (Support that is invalidated by an attack from another direction.) Supports will be published as "Holds".
10. Support is not cut by any attacking unit of the same country as the unit being supported or as the unit giving the supporting.
11. An army attacking a fleet (in a coastal province) by convoy is considered to be attacking from the sea area of the final convoying fleet and thus does not cut any support being given by the fleet in the coastal province against the final convoying fleet. If a fleet in a "convoy-chain" is dislodged, the army is not considered to be attacking at all, cuts no support at all and does not stand anything off in that province.
12. All "orders" or "moves" should be dated and must indicate which game they are intended for, or else they do not count at all.
13. All deadlines are Postmark Deadlines and all moves must be sent in by Air Mail, 1st class mail, or postcard.
14. When two or more units retreat to the same place; they are both, or all, removed from the board.
15. All winners of games in KALMAR shall play for free in all other games in KALMAR which commence after the completion of the game that they won.

16. No Joint moves will be accepted. No moves will be accepted for any player when sent in by another player in that same game.
17. Any precedent set in a game will be followed throughout that game but not necessarily in any other game.
18. Except as noted above, and for allowing all players to choose their own positions, all of the original rules as published by Games Research, Inc.

P.O. Box 18C
Boston, Massachusetts

will be adhered to.

(Send them \$8.00 for a complete game set or \$1 for a rulebook, or \$1 for conference maps.)

KALMAR'S OWN VARIANT

1. The player who first obtains 18 units on the board is declared the winner.
2. The Assistant Gamesmasters will make all retreats and builds wherein there is little or no choice involved. Players may, of course, request (but only in advance) that certain retreats not be made or builds not be done.
3. "moves" or "orders" which admit of more than one interpretation will be interpreted as a move from the 1st province mentioned to the 2nd province mentioned.
4. Units which attack each other with equal (if any) support will exchange places.
5. A unit which attacks a given province or sea area, although it is dislodged by an attack from that province or sea area still stands off any equally or less supported unit attempting to enter that province or sea area.
6. Players should name their successors early in the game so that the game need not be delayed if they must cease receiving KALMAR.
7. Armies may give Support in adjacent sea areas and empty land provinces may be Supported to resist invasion. (The empty province has no strength of its own so one Supporting unit is the equivalent of one standing unit.)
8. A unit may be Supported in place and/or where it attempts to move to. A unit which is adjacent to where it is attempting to move to as well as adjacent to where it is attempting to move from; may give Support in both places. Such double Support is effective at the starting point only if the unit is stood off so that the Support can be attempted in two places but it cannot be successful in both places.
9. thru 18. Same as in the regular game.

"KALMAR'S OWN VARIANT GAME" will be designated as such. The Game 18's in this issue are for regular games.

Tentative Game List

1966KR



ENGLAND

Margaret Gemignani
67 Windermere Road
Rochester, New York

FRANCE

John W. Smythe
621 East Prospect
Girard, Ohio, 44420

GERMANY

Ronald W. Bounds
649 North Pace St.
Baltimore, Maryland, 21201

ITALY

Dave Francis
1612 Seventh Avenue
New Westminister
British Columbia, Canada

AUSTRIA-HUNGARY

Richard Houston
Route 2, Box 329
Rosemount, Minnesota

TURKEY

Mrs. Jim Goldman
430 East 29th St.
Paterson, New Jersey

Charles Turner OR Brian Bailey
843 Santa Fe Ave.
Concord
California
94521

RUSSIA THE LAFAYETTE TACTICS AND
BROTHERLY LOVE ASSOCIATION

Membership:

Tom Banwell
Phil Trembath
Bruce Daily
Jack Skelton
Dave Starkey
Hank Jesperson
Al Scott
Chuck Manning
Brian Villman
Neb Erickson
Dick Gadsten
Louis Hendrick
Clyde Johnson
Jim Maddux
Mike Hobson
Dave Paulus
Clint Bigglestone
Steve Powlesland
Astrid Anderson
Johnny Chambers
Steve Perrin
Steve Henderson
Janet Dottery
Mike Celestre
Bob Adams
Paul Mosslander
Mike Herring
Dave DuBoise
Jack Ferella
Gail Schow
Steve Choen

Or Jim Dygert will receive mail for The Lafayette Tactics Association

POSTMARK DEADLINE: Spring 1901 moves; December 14, 1966



Tentative Game List

1966KS

BUT . . . WE HAD A NON-AGGRESSION PACT!

ENGLAND	John Videlto Box 666 APO San Francisco, Calif., 96328	Please note that he is somewhere in the Pacific and that his mail will have to be sent to him by Air Mail so that it will get to him.
FRANCE	Edi Birsan 48-20. Thirty ninth St. Long Island City New York 11104	
GERMANY	Roland Tzudiker 310 Garrison St. Denver, Colorado, 80226	RUSSIA Rick Payment 807 Twentieth St. New Westminister British Columbia Canada
ITALY	Kenneth W. Fletcher c/o The Minnesota Technolog Room 2, Mechanical Engineering Bldg. University of Minnesota Minneapolis, Minnesota, 55455	
AUSTRIA-HUNGARY	Carl Anderson c/o Miles Davis 2417 Webster St. Berkeley, Calif., 94705	TURKEY Charles N. Reinsel 120 Eighth Ave. Clarion Pennsylvania, 16214

POSTMARK DEADLINE: Spring 1901 moves; December 14, 1966

Tentative Game List

1966KT



JUST WAIT TILL THE FALL MOVE WHEN I BUILD 3 ARMIES!

ENGLAND

Ed. Bryant
48-20 Thirty ninth St.
Long Island City
New York, 11304

FRANCE

John W. Smythe
621 East Prospect
Girard
Ohio 44420

ITALY

Ed. Bryant
Acacia House
Laramie
Wyoming

TURKEY

Charles Turner
843 Santa Fe Ave.
Albany, California, 94706

GERMANY

Scott C. Berschig
Box 1878
APO
San Francisco, Calif.
96328

Please note that
Scott Berschig is somewhere in
the Pacific and that his mail
should be sent to him by Air
Mail lest he not receive it.

RUSSIA

Richard Houston
Route 2, Box 329
Rosemount
Minnesota

AUSTRIA-HUNGARY

Geeg Long
3526 S.W. 112
Seattle, Washington
98146

POSTMARK DEADLINE: Spring 1901 moves; December 14, 1966



Tentative Game List

1966KV

UH . . . WANNA PLAY TICK TAC TOE?

ENGLAND	Ernest Carrillo 2417 Webster St. Berkeley, Calif., 94705	phone: 415 849 3031
FRANCE	Robert B. Cline 3778 Keating San Diego, Calif.	May have 5 extra days after each deadline in which to submit his moves.
GERMANY	Harold A. Naus Space 139 288 Broadway Chula Vista, Calif., 92101	May have 5 extra days after each deadline in which to submit his moves.
ITALY	Clint Bigglestone 2615 Shannon Drive South San Francisco California	May have 4 extra days after each deadline in which to submit his moves.
AUSTRIA-HUNGARY	Paul Mosslander 150 Rose Street San Francisco, Calif.	May have 4 extra days after each deadline in which to submit his moves.
RUSSIA	Alan R. Fisher 2417 Webster St. Berkeley, Calif., 94705	phone: 415 849 3031
TURKEY	Bruce Chapman Apt. #2 3012 Shattuck Ave. Berkeley, Calif., 94705	May have 2 extra days after each deadline in which to submit his moves.

POSTMARK DEADLINE: Spring 1901 moves; December 10, 1966

Those who wish to, may
mail their moves to J.J. Dygert, 2090 Blackwood Drive, Walnut Creek, Calif., 94596

Now look at the other side of the table. You may have never heard of any of these people before but you'll find them all delightful devil-may-care good 'ol Diplomacy players! We hope you will be a good player to your friends and you can always be friendly to your enemies. You may also want to tell them how profitable that a mutual alliance can be to both of your countries. Some of your letters may not be answered very quickly because some people are awfully busy. Perhaps you are one of those people. Surely, your work, your studies, your wife and your family are more important so you may have to put off your correspondence a bit. But the other players understand this, because they have many of the same problems. So use postcards. Just please, always try to get a move in each time. You've paid for the position you hold and it's yours to do with as you wish. We don't make replacements unless somebody dies or something.

It is generally understood that players in nearly all Diplomacy magazines get the magazine for free. This is true in KALMAR for so long as you are in the game. If you get completely wiped out and don't have any other games paid for, KALMAR may stop coming to you (unless you subscribe), which may be a disadvantage to the collector but we feel that some people may just be happier if they don't get any reminders of their misfortune.

One important thing to always remember - IT'S JUST A GAME! Some of us may act as if it's a way of life but that is merely a false impression. We don't really take it that seriously!

ARTWORK IS ALWAYS WELCOME! Press Releases will have a dateline to indicate which player sent them but the more Press releases the better. They are subject to some rewriting and/or editing, of course.

Incidentally, **UPPER CASE LETTERS MEAN SUCCESSFUL MOVES** and lower case letters mean unsuccessful moves. We would like to use Bob Cline's system of underlining the name of the place where each is located at the end of the move but we're afraid that this might confuse people.

All four of the games started so far are regular games. Would anyone be interested in entering some of KALMAR'S OWN VARIANT games? Would anyone be interested in entering a game where they chose - not their country but 4, 5, or 6 of the other players?!? Send us a list of the 6 players with whom you would most like to play and as soon as we can tabulate 7 players, all of whom chose at least 4 of the other 6, we'll publish a game list. You can pay when the game list is published.

If you wish to play outside of KALMAR, the current issue of Wild 'n Wooly lists some other Diplomacy magazines forming up games at the present time.

OUR STAFF

Christina Cartier	Publisher & Editor in Chief
Anders B. Swenson	Gamesmaster
J.J. Dygert	Assistant Gamesmaster
Alan R. Fisher	Assistant Gamesmaster
Stephan V. Cartier	Assistant Gamesmaster, Chief Lackey, Assistant Editor, and Lousy typist.
The Nairobi Trio	Choreography

